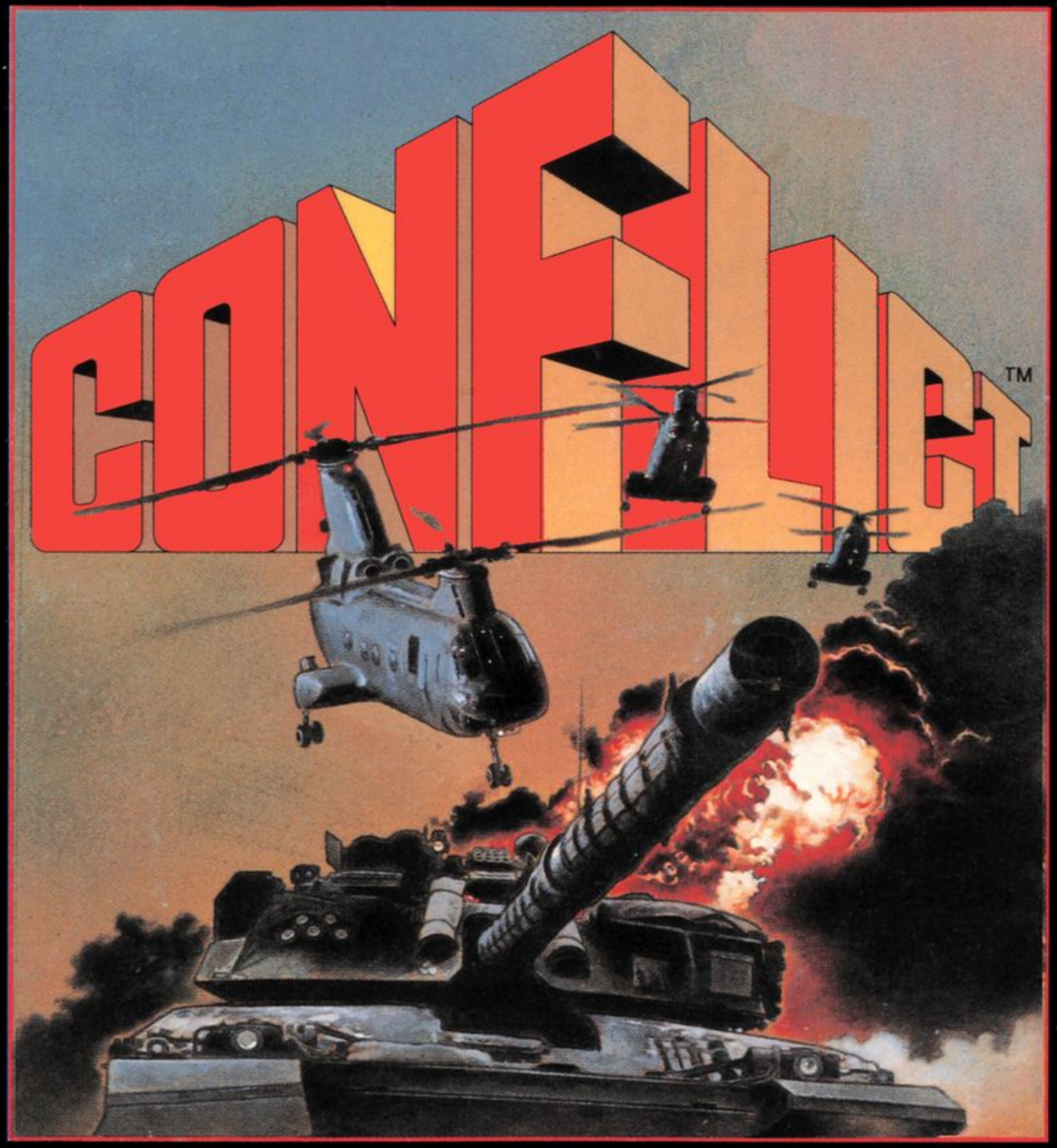
NES-C3-USA



INSTRUCTION MANUAL

VIC TOKAI™

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the control Deck.
6) There may be areas on your screen that are not accessible, but this in no way will impede game play.

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1 GETTING STARTED

1. GOAL

① Game Overview

This is a war-simulation game which pits two powerful enemies against each other in modern warfare. The player is in command of the movement, battle operations, and supply of all his units. During battle, if the NORMAL mode has been selected, the player assumes personal control over the action.

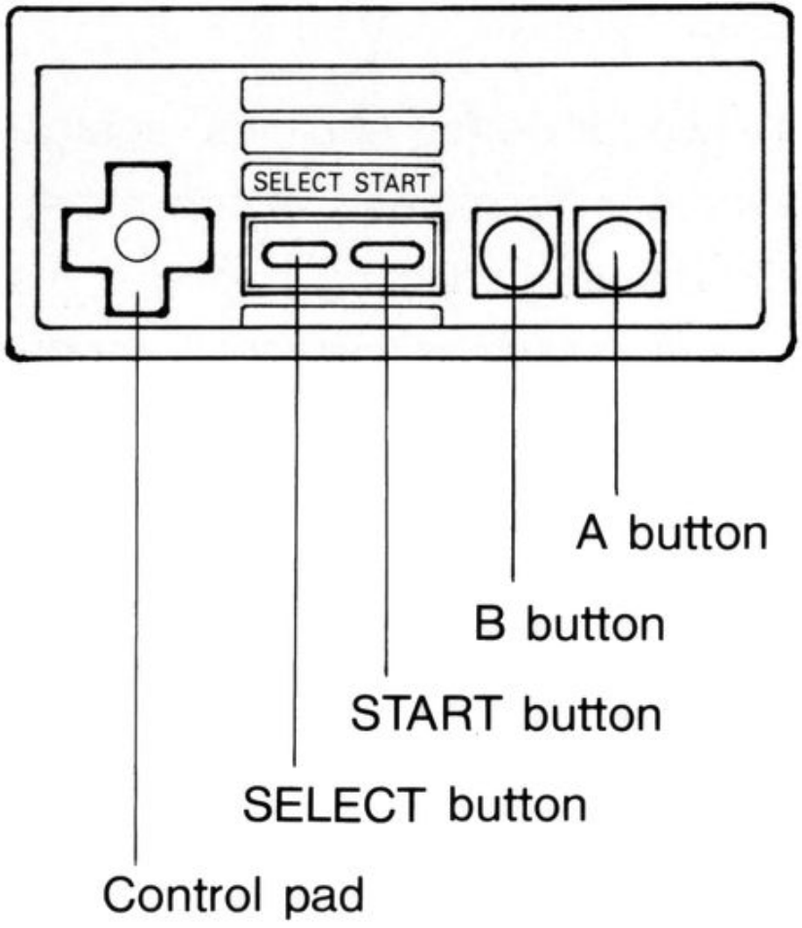
② Victory And Defeat

Your goal is to bring the enemy under your control, and ultimately to conquer all of his territory. In one-player mode there are 16 maps to choose from. In two-player mode there are 15 maps. Victory is achieved with the defeat of the enemy commander's unit.

NOTE : The commander's unit, a tank unit, is indicated by an "H".

2. CONTROLLER PARTS

Game control is as follows.



Control pad	: Selection, cursor movement
A button	: Make choice, activate
B botton	: Stop action, cancel
START button	: Unit function indicated
SELECT button	: Battle mode selected

3. START UP

① Selection of Mode & Number of Battle Units

Pushing the START button on the Title Screen will bring up four selections, 1 Player, 2 Players,3 Units and All Units.

1 Players	BLUE = Player, RED = Computer
2 Players	BLUE = Player 1, RED = Player 2
3 Units	3 units can be moved at once
All Units	All units can moved at once

NOTE: All-Units mode is more difficult. Three-unit mode is recommended for beginners.

② Level of Difficulty (FAME POINT)

Selecting 1-Player mode the level of difficulty appear on the screen.
If the level is high, FAME POINT (FP) will be necessarily lower.

NOTE: FP is important in the production of new arms. If your FP is high, you can produce several different types of units. If your units occupy a town or an airport; or win a battle, you gain FP.

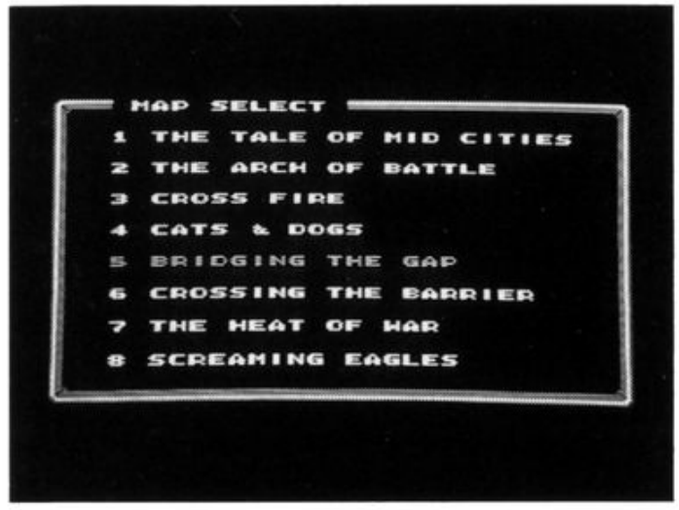
③ Map Selection

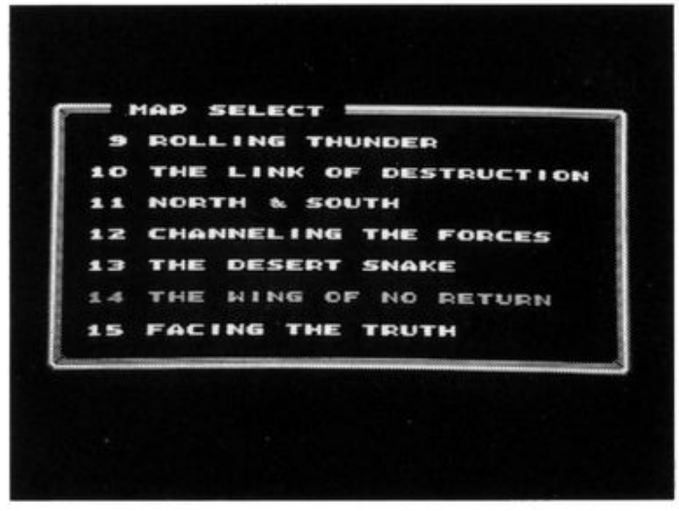
Any map from 1 to 15 may be selected. However, map 16 is reserved for 1-Player mode. Upon winning a battle in each of the fifteen maps, you receive an important password which later must be input before entering map sixteen.

In map 16 there are three levels of difficulty. In order to play on this map, however, you must have first secured all previous passwords from map 1 through map 15.

(Note that, although proper passwords may have been used, you cannot change levels upon entering a new map. For example, if you have used level one from map 1 to map 10, you cannot change to level two from map 11 through 15.)

MAP SELECT


MAP SELECT
1 THE TALE OF MID CITIES
2 THE ARCH OF BATTLE
3 CROSS FIRE
4 CATS & DOGS
5 BRIDGING THE GAP
6 CROSSING THE BARRIER
7 THE HEAT OF WAR
8 SCREAMING EAGLES


MAP SELECT
9 ROLLING THUNDER
10 THE LINK OF DESTRUCTION
11 NORTH & SOUTH
12 CHANNELING THE FORCES
13 THE DESERT SNAKE
14 THE WING OF NO RETURN
15 FACING THE TRUTH

2 GAME PLAY

1. MOVEMENT

① Selecting Units To Go Into Action

The Control Pad will allow you to move the cursor to your selection.
Pressing A button will make your selection (DECISION).
Press the B button twice to exit this screen.

② Production

Moving your cursor to the picture of the factory brings up the Production Screen. (See 11th page)

Use the Control Pad to move the cursor to the unit that you wish to produce.
Use the A button to select (decide) which unit to produce.

NOTE : YOU CANNOT PRODUCE A UNIT AFTER ALL PRESENT UNITS HAVE MOVED. For example, in 3-unit mode you may produce after 1 or 2 units have moved, but not after all 3 have moved.

③ Function of Units

After moving the cursor to the selected unit, pressing the START button will display the function of that unit. Pressing the START button once more will bring you back to the original screen.

③ Unit Movement

Bringing your cursor to the word MOVE, then pressing the A button will initiate a unit move. The Control Pad sets the direction. The A button will execute the move.

NOTE : To cancel a move you must first direct the cursor to the word MOVE in the Command Window. Then press the B button to change the window to the YES NO options. Finally, move the cursor to the word NO and press the A button.

2. PRODUCTION

Moving your cursor to the picture of the factory brings up the Production Screen. The units indicated on the screen will be those that you can presently produce. How many units you can produce depends on your FP. There are two basic types of units to produce, those for air combat and those confined to ground warfare. You can select only one type per turn (that is, only one unit production is possible until all units have been moved).

NOTE : If you manage to destroy the command unit guarding the factory, the factory itself will disappear.

3. BATTLE

When an enemy unit is adjacent to your unit, you can engage the enemy in battle. Pressing the Control pad determines which adjacent enemy unit will be engaged. Pressing the A button twice begins the battle.

① Battle Screen

〈Graphic Window〉

The action in progress will be shown in the Graphic Window.

〈BLUE Army〉

Unit Name
Endurance Power
Ammunition

〈BLUE Army〉

Command Area

〈Message Area〉

Command communiques and battle reports.

〈RED Army〉

Unit Name
Endurance Power
Ammunition

〈RED Army〉

Command Area

② Battle Mode

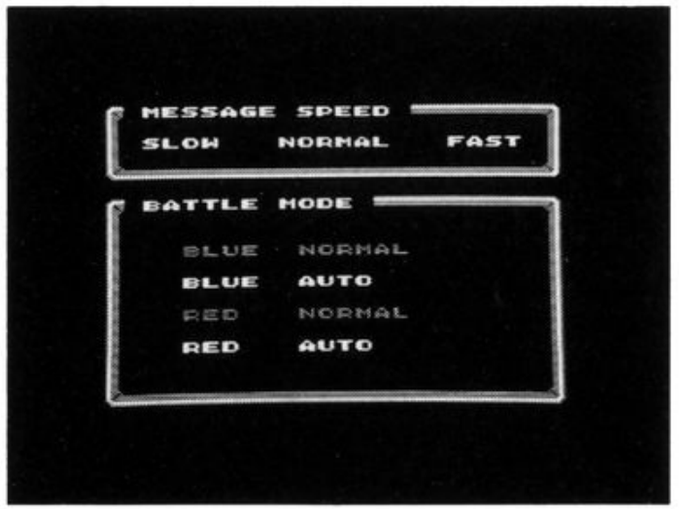
There are two types battle possible, NORMAL and AUTO.

〈NORMAL〉

In this mode you can react to each indident as it occurs. In other words, you will be able to direct return fire against an attacking enemy. You will also be able to give appropriate commands in response to what is indicated in the Message Window.

〈AUTO〉

In this mode all action is determined by the computer. Pressing the SELECT button during a battle will allow you to switch modes. Pressing the Control Pad will move the cursor to your choice of mode. Pressing the A button after this will put you into your selected mode.



NOTE : The mode and the scroll speed of the Message Window can change only once per battle scene.

③ Commands (IN NORMAL Mode)

Commands available during battle are as follows.

〈ACTION〉

ATT	Attack.	→	Changes to Weapon Select Window.
DEF	Defense.	→	Changes to Defense Select Window.
RET	Retreat.	→	Allows defensive actions and, at times, a retreat.

〈WEAPON SELECT COMMANDS〉

Some units give you a weapons option. Your choices are limited to two per unit. The normal choice is standard equipment, for which there is no ammo limit. The second choice is for special equipment. There is a limit on ammo for special weapons. The special weapons have more fire power and better accuracy than the normal weapons. Of course, the use of some special weapons may be inappropriate depending on the type of enemy that you encounter.

‹DEFENSE COMMANDS›

You should use appropriate defensive maneuvers against enemy attack. There are a variety of maneuvers that you can select. There are usually six basic maneuvers.

MANEUVER 1	MANEUVER 2	MANEUVER 3
MANEUVER 4	MANEUVER 5	MANEUVER 6

MANEUVER 1

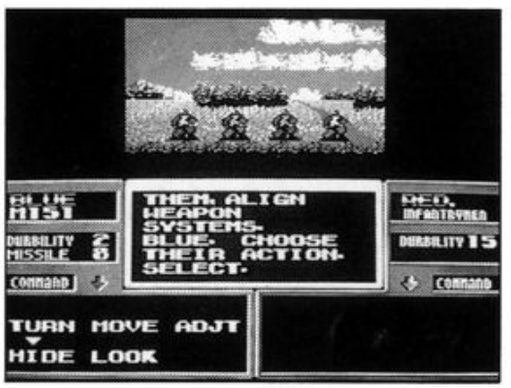
Chances of avoiding enemy fire are nnt so high. But this can set up a good counter attack.

MANEUVER 2

Chances of avoiding enemy fire are high against normal equipment.

MANEUVER 3

Chances of avoiding enemy fire are high against special equipment.



MANEUVER 4

Chances of avoiding enemy fire are high against both normal and special equipment. But you cannot counter-attack.

MANEUVER 5

Chances of avoiding enemy fire are high. You can also counter-attack easily.

MANEUVER 6

Locates enemy and evaluates the situation.

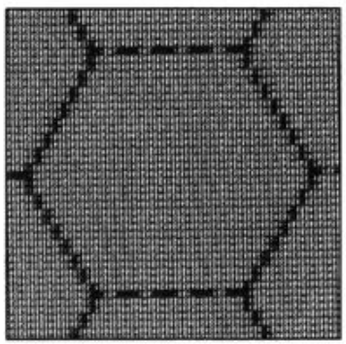
NOTE : At times maneuver 5 is not available.

4. SUPPLIES

A unit's fuel and ammunition can be re-supplied. There are two methods of supply. One is to use supply vehicles or cargo aircraft. A second method is to move your unit to a town or airport where you can use special supply commands. Although both methods will allow you to completely refuel and stock up on ammo, only a stop at a town or airport will allow you to re-supply a unit that requires equipment repairs.

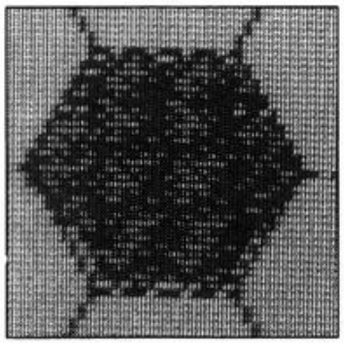
3 MAPS AND CHARACTERISTICS

The maps are organized into hexgons. These hexagons can be mountains, woods, sea, towns, or airports. The terrain in each hexagon has a direct effect on maneuverability and the extent to which you can take evasive action.



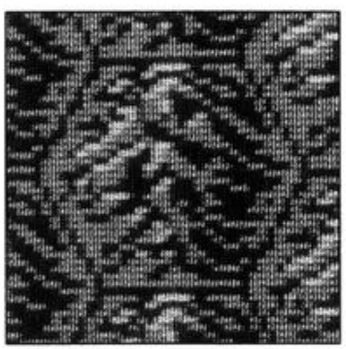
〈PLAINS〉

Maneuverability (usage 1)
Defense normal
Evasive action normal



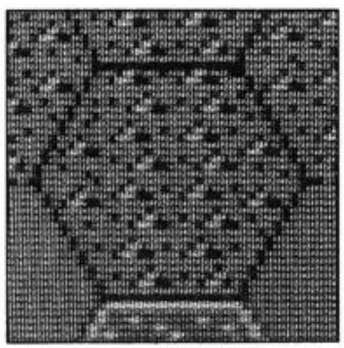
〈WOODS〉

Maneuverability (usage 2)
Defense up by 3
Evasive action down 20%



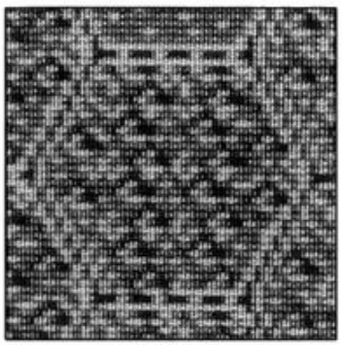
〈MOUNTAINS〉

Maneuverability (usage 3)
Defense up by 3
Evasive action down 20%



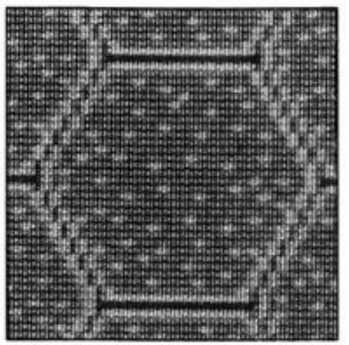
〈BARREN TERRAIN〉

Maneuverability (usage 2)
Defense normal
Evasive action normal



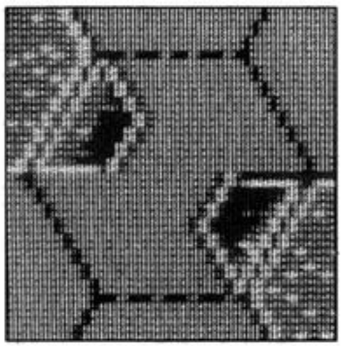
〈SHOALS〉

Maneuverability (usage 2)
Defense normal
Evasive action normal



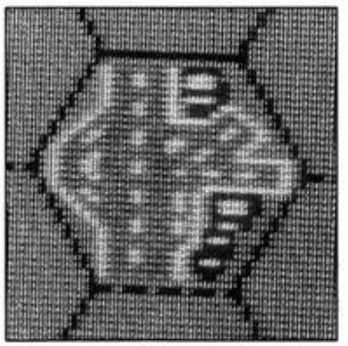
〈SEA〉

Land unit cannot move



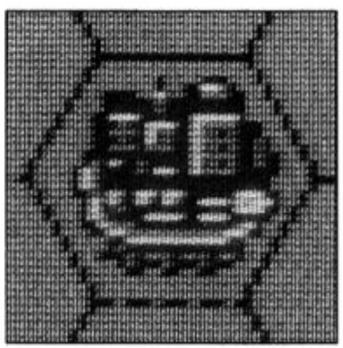
〈BRIDGE〉

Maneuverability (usage 2)
Defense up by 1
Evasive action down 10%



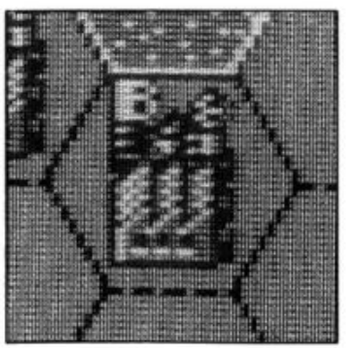
〈AIRPORT〉

Maneuverability (usage 1)
Defense normal
Evasive action normal
Air unit supplied and repaired



〈TOWN〉

Maneuverability (usage 1)
Defense up by 2
Evasive action down by 20%
Land units supplied & repaired



〈FACTORY〉

No unit can go through
Defense up by 2
Evasive action normal
Unit supply location

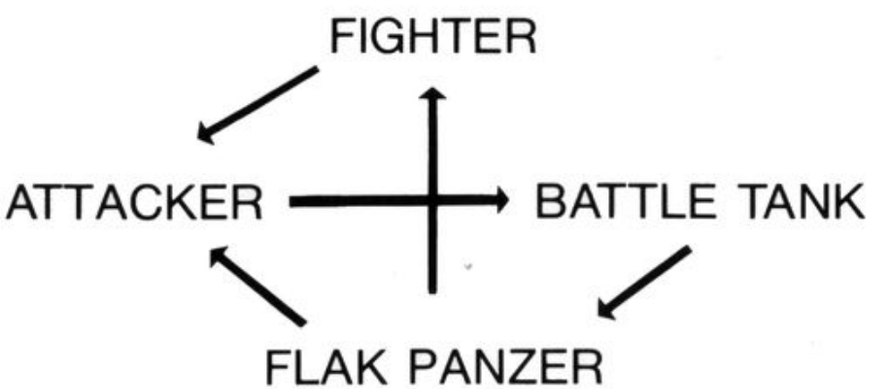
4 INTRODUCTION TO MILITARY UNITS

1. UNIT TYPES

Both BLUE and RED forces have 18 types of units. Each of these 18 is classified as one of the following:

Attacker	Air to Ground	Jeep	Ground to Ground
Fighter	Air to Air	Commando	Grnd-Air; Grnd-Grnd
Helicopter	Air to Ground	Infantrymen	
Battle tank	Ground to Ground	Supply vehicle	
Flag tank	Ground to Air	Supply plane	

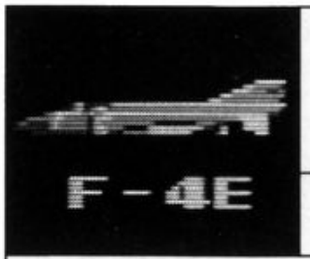
2. ADVANTAGES AND DISADVANTAGES OF MILITARY UNITS.



The chart below illustrates the advantage each of these four weapons has over its opposition. Arrows point to the weapon with the weaker advantage.
All four of the units charted on the left are stronger than the supply plane, supply vehicle, infantrymen and commandos.

3. CAMP

① BLUE CAMP



F-4 Phantom II	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	8	5000
STANDARD WEAPON	M61 VULCAN	SPECIAL WEAPON	SPARROW AAM			

The Phantom II was developed to fight off of an aircraft carrier. It is used by the U.S. Navy, Air Force and then other countries. It froms the core of fighting potential for the West Side camp.

F-16 Fighting Falcon	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	6	6200
STANDARD WEAPON	M61 VULCAN	SPECIAL WEAPON	SIDE WINDER AAM			

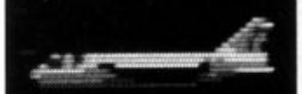
The Fighting Falcon was developed to substitute for the F4 by supporting the F15. It has excellent maneuverability, can carry heavy payloads and has inexpensive production costs.

F-15 Eagle	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	8	7000
STANDARD WEAPON	M61 VULCAN	SPECIAL WEAPON	AMR AAM			

The Eagle is the largest and strongest weapon at the West Side camp. It is very expensive to produce, but extremely powerful. Saudi Arabia and Israel commonly purchase this weapon.

F-23 Advanced Tactical Fighter	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Fighter	11	8	15	8	7800
STANDARD WEAPON	M61 VULCAN	SPECIAL WEAPON	ARM AAM			

The Advanced Tactical Fighter is presently being mass produced. It will eventually be replaced by the more advanced YF23 which is currently under development.



A-7 Corsair II	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Attacker	8	6	15	10	3400
STANDARD WEAPON	M61 VULCAN	SPECIAL WEAPON	MK83 BOMB			

The Corsair II was developed by the U.S. Air Force to replace the A4 and fight off of an aircraft carrier. The parts were taken from the F8 and are undergoing development for improvemeht.

A-10 Thunder Bolt II	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Attacker	8	6	15	12	5800
STANDARD WEAPON	30mm GATLING GUN	SPECIAL WEAPON	MK83 BOMB			

The Thunder Bolt II is a large, one seated, ground support attacker with large loading capacities. Because of its strong body structure it functions well in low altitude flights giving it a ground attack advantage.

AH-1S Huey Cobra	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		7	5	15	8	2400
STANDARD WEAPON	20mm MACHINE GUN	SPECIAL WEAPON	TOW ATM			

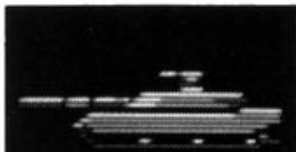
The Huey Cobra is an attack helicopter which was develo ed from the UH1. The S type is an improvement made for attacks against tank.

AH-64 Apache	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		7	5	15	12	3800
STANDARD WEAPON	30mm CHAIN GUN	SPECIAL WEAPON	FIRE DART			

The Apache is the strongest helicopter used in tank attacks. It has a strong, protective body structure and has a powerful mechanism which launches Fire Darts when attacking ground weapons.

AV-8B Harrier	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		8	6	15	8	5600
STANDARD WEAPON	25mm MACHINE GUN	SPECIAL WEAPON	MK83 BOMB			

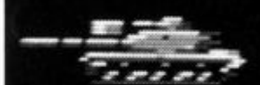
The Harrier is an improved version of the original Harrier VTOL attacker developed in England. It has a large loading capacity for an attacker. It also has a long flying range.



M1A1 Abrams	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	8	15	14	6000

STANDARD WEAPON	12.7mm MACHINE GUN	SPECIAL WEAPON	120mm TANK GUN

The Abrams began mass production in 1980. It is the latest version of the battle tank. The A1 type uses a 120mm shell. It is the West Side camp's strongest tank and is comparable to The Leopold II tank of Germany.



M60A3	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	8	15	14	4200

STANDARD WEAPON	12.7mm MACHINE GUN	SPECIAL WEAPON	105mm TANK GUN

The M60A3 was developed to replace the M48 Patton tank. This MBT has many variations used in over 20 countries. The A3 type has the latest equipment and is an improvement of the earlier A1 type.

M247 Sergeant York	TYPE FLAK PANZER	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	6	15	—	3000

STANDARD WEAPON	40mm MACHINE GUN	SPECIAL WEAPON	——

The Sergeant York is a flak panzer equipped with two 40mm shells and a search radar capable of pursuing the M48MBT flag tank.

M48 Chaparral	TYPE FLAK PANZER	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	6	15	4	4600
STANDARD WEAPON	CABINE GUN	SPECIAL WEAPON	SAM			

The Chaparral is a flak panzer equipped with a sidewinder ground to air missile.

M151 Tow Missile Launcher	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		6	6	15	8	1000
STANDARD WEAPON	CABINE GUN	SPECIAL WEAPON	TOW ATM			

The Tow Missile Launcher is a tank equipped with a tow missile. It is light weight and cost effective.

KC-135	TYPE Supply plane	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		8	6	15	—	3000
STANDARD WEAPON	20mm MACHINE GUN	SPECIAL WEAPON	———			

The KC135 is a tanker which was reconstructed from the B707 passenger plane. This airplane is used to refuel other aircraft in mid-flight.

Supply Vehicle	TYPE Supply vehicle	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		8	6	15	—	1600
STANDARD WEAPON	12.7mm MACHINE GUN	SPECIAL WEAPON	———			

The Supply Vehicle is used to supply ammunition or fuel.

Infantry men	TYPE Infantry men	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		4	10	15	—	0
STANDARD WEAPON	CABINE GUN	SPECIAL WEAPON	———			

One team of infantrymen consists of four people. They are the lowest ranked soldiers. Their equipment and defense are poor, but they are always available for service.

Commandos	TYPE Commando	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		4	10	15	4	800
STANDARD WEAPON	CABINE GUN	SPECIAL WEAPON	RPG-7			

The Commandos are the elite soldiers. Because they are equipped with missiles, they are at a better advantage than the infantrymen.

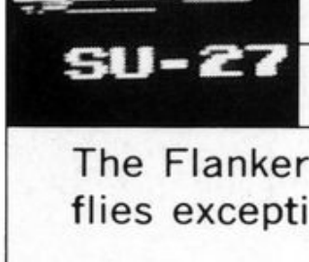
② RED CAMP

MIG-23 FLOGGER	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	8	5000
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	AFFID AAM			

The Flogger is a variable wing fighter which was developed as a substitution for the MIG21. It is the East Side's main fighter plane. There are many variations, but the type used in this game is the MF.

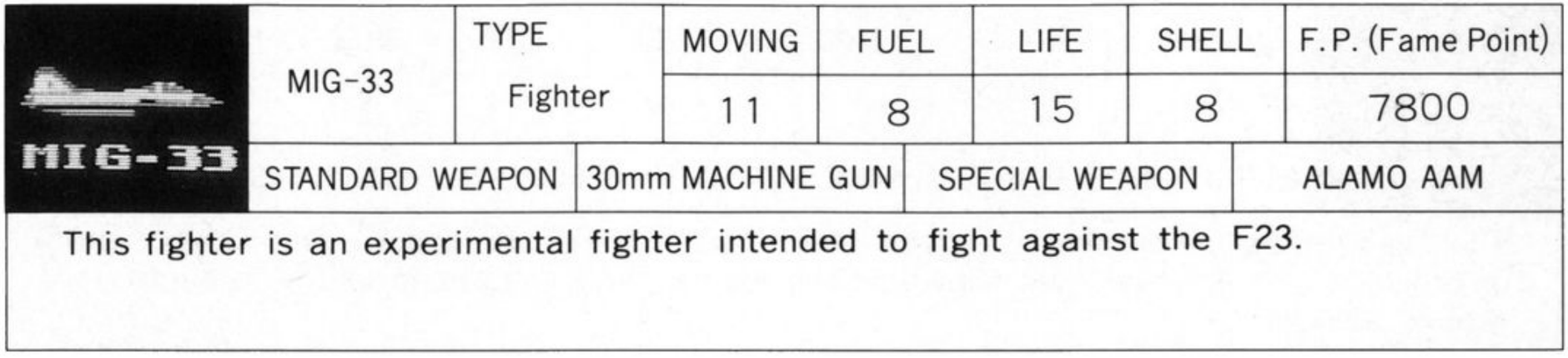
MIG-29 FULCRUM	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	6	6200
STANDARD WEAPON	30mm MACHINE GUN	SPECIAL WEAPON	AA-11 AAM			

The Fulcrum is now the most powerful Soviet fighter plane. It is just short of being equal to the U.S. Air Force's most powerful plane.



SU-27 Flanker	TYPE Fighter	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	8	7000
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	ALAMO AAM			

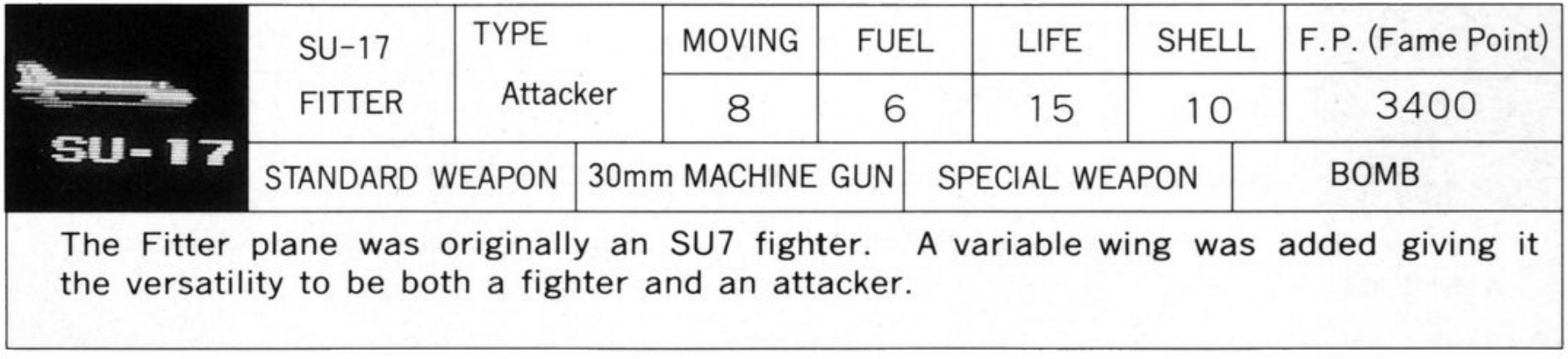
The Flanker is a new brand of fighter which was recently exposed to the West Side. It flies exceptionally high in spite of its large body. It is comparable to the F15.



MIG-33	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Fighter	11	8	15	8	7800

STANDARD WEAPON	30mm MACHINE GUN	SPECIAL WEAPON	ALAMO AAM

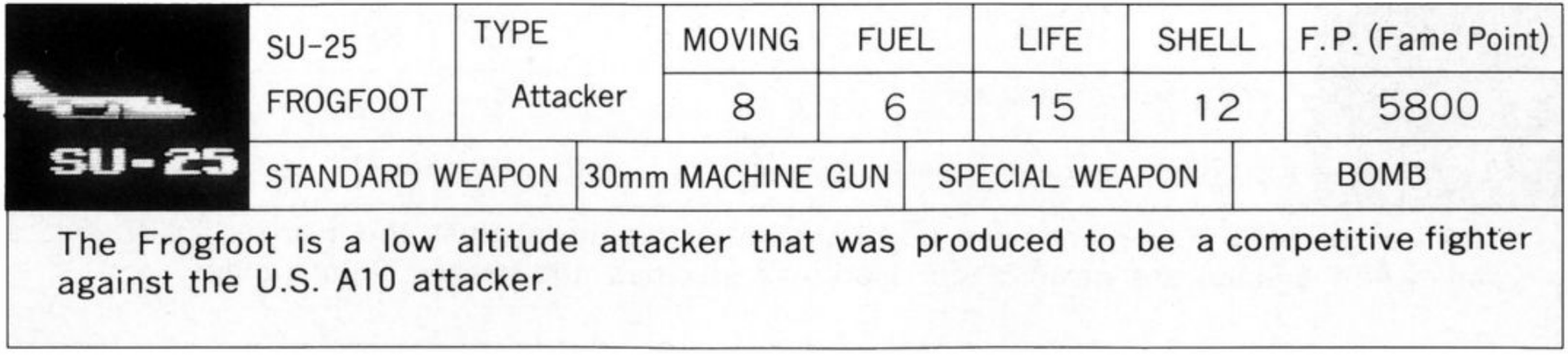
This fighter is an experimental fighter intended to fight against the F23.



SU-17 FITTER	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Attacker	8	6	15	10	3400

STANDARD WEAPON	30mm MACHINE GUN	SPECIAL WEAPON	BOMB

The Fitter plane was originally an SU7 fighter. A variable wing was added giving it the versatility to be both a fighter and an attacker.



SU-25 FROGFOOT	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Attacker	8	6	15	12	5800

STANDARD WEAPON	30mm MACHINE GUN	SPECIAL WEAPON	BOMB

The Frogfoot is a low altitude attacker that was produced to be a competitive fighter against the U.S. A10 attacker.

Mi-24 HIND	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		7	5	15	8	2400
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	SWATTER ATM			

The Hind is the most famous Soviet attack helicopter. Its construction utilized parts of the Mi8. It is sometimes known as the Flying Tank. Its main use is in air to ground attacks.

Mi-28 HAVOC	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		7	5	15	12	3800
STANDARD WEAPON	30mm MACHINE GUN	SPECIAL WEAPON	SPIRAL ATM			

The Havoc is new ground attack helicopter. It is comparable to the A64 of the West Side.

YAK-38 FORGER	TYPE Attacker	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		10	6	15	8	5600
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	BOMB			

The Forger V/STOL plane was developed to compete against the Harrier. In this game, both planes are given larger loading capacities and longer flying ranges.

T-80	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	8	15	14	6000
STANDARD WEAPON	14.5mm MACHINE GUN	SPECIAL WEAPON	125mm TANK GUN			

The T80 is the Russian's latest main battle tank improved from the T64. It is equipped with 125mm shells and a gas turbine engine. For this game, it is equipped with a reflective armor.

T-62	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	8	15	14	4200
STANDARD WEAPON	12.7mm MACHINE GUN	SPECIAL WEAPON	115mm TANK GUN			

The T62 was produced as a substitution for the T54/55. It is the best selling tanker made in the U.S.S.R. In this game, the tanker has been improved to compete against the M60.

ZSU-23 SILKA	TYPE FLAK PANZER	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	6	15	—	3000
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	——			

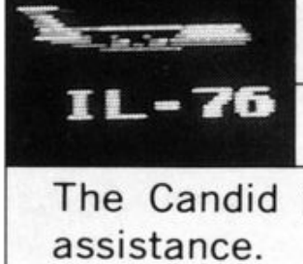
The Silka is a flak panzer used to fight planes. It loads four 23 mm machine guns on a PT-76 body. It was commonly used in the Middle East and in Vietnam.

SA-8 GECKO	TYPE FLAK PANZER	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		5	6	13	4	4600
STANDARD WEAPON	CARBINE GUN	SPECIAL WEAPON	GECKO SAM			

The Gecko is a ground to air missile tank which has evolved from a ZIL16 truck and a SA6 tank.

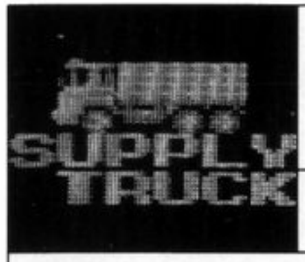
BRDM 2	TYPE Battle tank	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		6	6	15	8	1000
STANDARD WEAPON	CARBINE GUN	SPECIAL WEAPON	SWATTER ATM			

The BRDM2 is a small, lightweight, armored car. It is equipped to battle a tank missile.



IL-76 CANDID	TYPE Supply plane	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
		8	6	15	—	3000
STANDARD WEAPON	23mm MACHINE GUN	SPECIAL WEAPON	———			

The Candid is a supply transport plane. It is used for both military and private assistance.



Supply Vehicle	TYPE	MOVING	FUEL	LIFE	SHELL	F.P. (Fame Point)
	Supply vehicle	6	6	15	—	1600

STANDARD WEAPON	12.7mm MACHINE GUN	SPECIAL WEAPON	———

This vehicle is used to transport supplies of ammunition or fuel. It has poor defense capabilities.

4 RELATIONS

This table illustrates how various BLUE camp weapons and troops would compete against the RED camp weapons and troops.

BLUE \ RED	FS	CS	BRDM-2	TI 62	TI 80	ZSU-23	SAI 8	MIG-23	MIG-29	SUI 27	MIG-33	SUI 17	SUI 25	YAK-38	MII 24	MII 28	ILI 76	SUPPLIER	T 80 H	FACTORY
F S	□	△	×	×	×	×	△	△	×	×	×	×	×	×	×	×	□	□	×	×
C S	○	□	△	×	×	×	△	△	△	△	×	×	×	×	△	×	□	○	×	×
M151	◎	○	□	△	×	□	○	△	△	△	△	×	×	×	×	×	□	◎	×	△
M60A3	◎	◎	○	□	△	◎	◎	□	□	□	□	×	×	×	△	×	○	◎	△	○
M1A1	◎	◎	○	○	□	◎	◎	□	□	□	□	×	×	×	□	×	○	◎	△	○
M247	◎	○	□	×	×	□	○	◎	○	○	○	□	□	□	□	□	◎	◎	×	△
M 4 8	○	○	△	×	×	△	□	◎	◎	◎	◎	○	□	□	○	□	◎	□	×	×
F − 4	◎	○	○	□	□	×	×	□	△	△	△	◎	○	○	◎	○	◎	□	△	○
F−16	◎	○	○	□	□	△	×	○	□	□	△	◎	◎	◎	◎	◎	◎	○	△	○
F−15	◎	○	○	□	□	△	×	○	□	□	△	◎	◎	◎	◎	◎	◎	○	△	○
F−23	◎	○	○	□	□	△	×	○	○	○	□	◎	◎	◎	◎	◎	◎	○	△	○
A − 7	◎	◎	◎	◎	○	□	△	×	×	×	×	□	△	△	○	□	□	◎	□	○

BLUE \ RED	FS	CS	BRDM-2	TI 62	TI 80	ZSU-23	SAI 8	MIG-23	MIG-29	SUI 27	MIG-33	SUI 17	SUI 25	YAK-38	MI I 24	MI I 28	IL I 76	SUPPLIER	T 80 [H]	FACTORY
A－10	◎	◎	◎	◎	◎	□	□	△	×	×	×	○	□	□	○	□	○	◎	○	◎
AV－8B	◎	◎	◎	◎	◎	□	□	△	×	×	×	○	□	□	○	□	○	◎	○	◎
AH－1S	◎	○	◎	○	□	□	△	×	×	×	×	△	△	△	□	△	□	◎	○	○
AH－64	◎	◎	◎	◎	○	□	□	△	×	×	×	□	□	□	○	□	○	◎	□	◎
KC－135	□	□	□	△	△	×	×	×	×	×	×	□	△	△	□	△	□	□	△	×
SUPPLIER	□	△	×	×	×	×	□	□	△	△	△	×	×	×	×	×	□	□	×	×
M1A1 [H]	◎	◎	◎	○	○	◎	◎	○	○	○	○	□	△	△	○	△	○	◎	□	◎
FACTORY	◎	◎	○	△	△	○	◎	△	△	△	△	△	×	×	△	×	◎	◎	×	

◎ Total Victory　□ Equal strength　× Complete defeat

○ At advantage　△ At disadvantage

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart 5 of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no quarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful :

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004–000–00345–4.

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